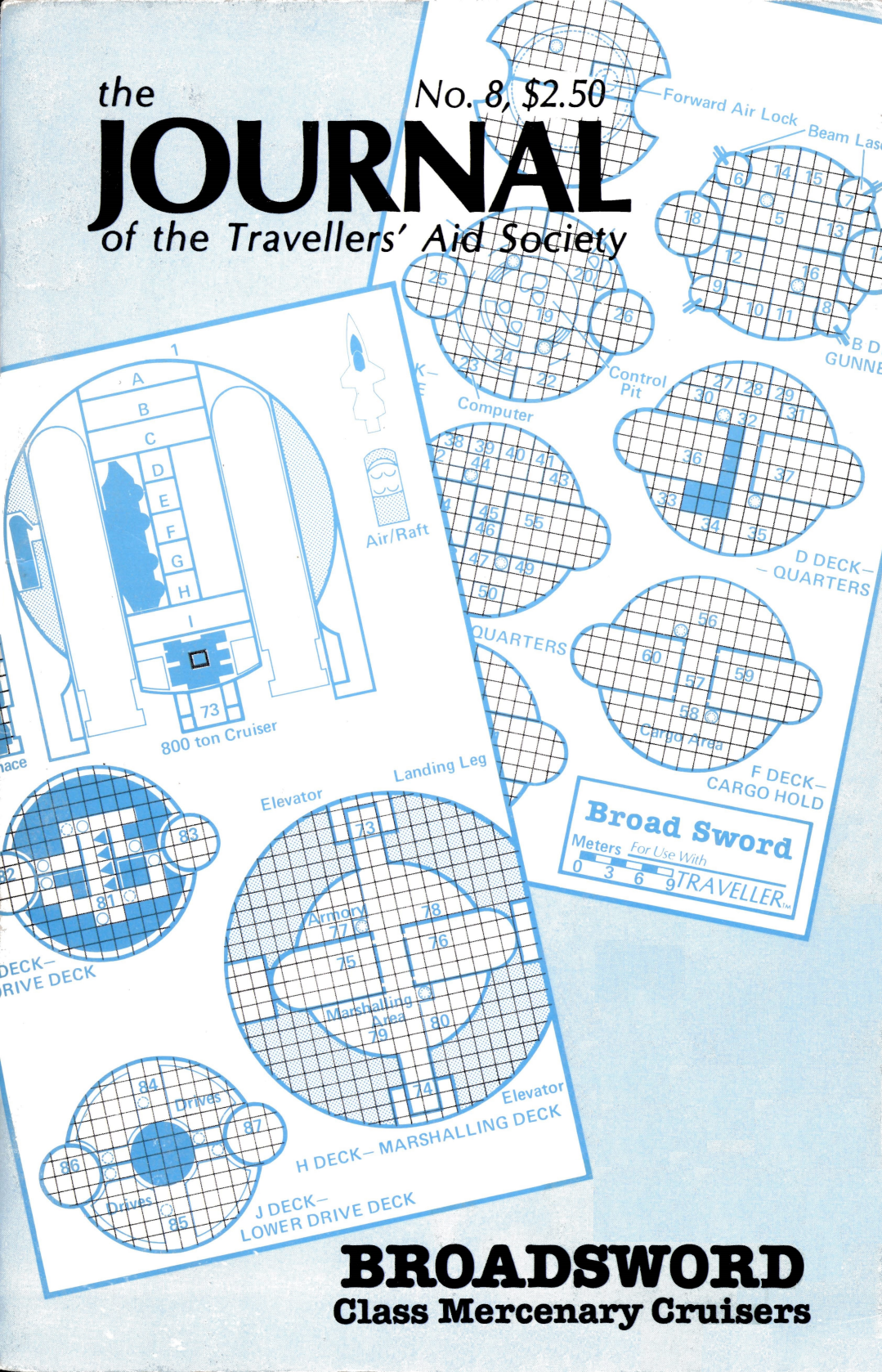
the
JOURNAL
of the Travellers' Aid Society
No. 8, $2.50



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the *No. 8*

JOURNAL

of the Travellers' Aid Society

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Dates in this issue of the Journal are given in accordance with an arbitrary Imperial calendar of 365 days. The expression of date consists of a three-digit day number (showing the current day of the year), followed by a dash and a four-digit year number (showing the current year since the founding of the Imperium).

The date of this issue is 121-1107; or the 121st day of the 1107th year of the Imperium.

The *Journal of the Travellers' Aid Society* is a science-fiction gaming magazine dedicated to Traveller, GDW's role-playing game set in the far future.

Editor— Loren K. Wiseman
Spiritual Advisor— Marc W. Miller
Publisher— Game Designers' Workshop
Artists in this issue: William H. Keith, jr— pp 13, 24-25, 27, 29, 36; Paul Jaquays— pp 6-7; Chris Purcell— cover, pp 10, 32-33.

WINNER — H.G. WELLS AWARD: BEST MAGAZINE COVERING ROLE-PLAYING. 1980.

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Submissions: We welcome articles and illustrations for the Journal. Please inquire before submitting manuscripts; send stamped, self-addressed envelope for style and want sheet.

From the Management

Game conventions are a vital part of the adventure game hobby, and if you plan to make it to any of the major conventions this summer, I think you are in for a treat. It has been Marc's habit to give seminars on **Traveller** at every summer appearance he can, and to supplement those wide-ranging discussions with hand-outs of new or draft **Traveller** materials.

Last year, for example, the handout provided a sketchy history of the Imperium, a chronology, a map of the Imperium, and a deck plan for a seeker. The deck plan later turned up in *Supplement 7— Traders and Gunboats,* the history and chronology are being included in *Supplement 8— Library Data,* and the map has turned into a great Traveller poster. And the people who came to the seminars last year had the information almost a year early.

This year, the project has gotten even bigger. Marc will be doing two seminars (these are free, by the way) at each of several conventions. The first is a basic **Traveller** seminar aimed at answering questions and providing background on playing **Traveller.** It is intended for the beginner and will have a definite goal of explaining rules that have given some problems to everyone. The second is an advanced **Traveller** seminar, this year centered on Aliens. Marc will cover the wide-ranging concepts of how to role-play aliens, how to develop them, and how to administer them. Topics covered will include the Major and Minor Races, the Six Races, six specific races, and some details of the Ancients.

Included in the seminar will be Aliens, an eight-page handout presenting a short essay on handling intelligent aliens in **Traveller,** and then six short essays (with illustrations) describing the Aslan, Droyne, Hivers, Humaniti, the K'kree and Vargr.

Later on, this material will be revised and elaborated upon and compiled in **Traveller** *Book 6— Aliens.* But regardless of whenever that material is published, you (if you attend the advanced **Traveller** seminar) have the opportunity to get this new material several months early, and free.

Traveller seminars will be presented by Marc W. Miller at the following conventions in 1981. If you can make it, plan to be there.

Pacific Origins, Dunfey Hotel, San Mateo, CA July 2,3,4,5.
GenCon East, Cherry Hill Inn, Cherry Hill, NJ, July 23,24,25,26.
GenCon XIV, University of Wisconsin, Kenosha, WI, August 13,14,15,16.

Trillion Credit Squadron: At these same conventions, we will be

running *Trillion Credit Squadron* tournaments, for fun and for prizes. These competitions are a unique test of both ship design skill and ship combat expertise. And they will be a lot of fun! To participate, you need a copy of *Adventure 5— Trillion Credit Squadron,* and you must bring a properly designed squadron with you to the tournament (it takes too long to design one there!). I look forward to publishing the winning squadrons in the Journal in upcoming issues.

A Final Word: This is the very last opportunity you have to fill out and submit your name on the Universal Military Registration Form shown below. You don't have to mutilate your copy of the Journal; you can use a photocopy instead.

One entry per customer please. I don't think you'll be sorry you entered.

—Loren K. Wiseman

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Traveller is GDW's trademark for its science-fiction role-playing game.

Traveller is available in the UK and in Australia through GDW distributors.

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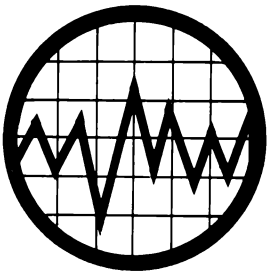
TAS Form 97

As part of a long range plan for **Traveller** players, we provide the above **Traveller** Form 97. Please fill it out and mail it to the address below. It will be kept on file for (frankly) merchandising purposes over the next year.

Deadline For Filing: *31 May 1981.* This form or a photocopy may be used.



JUST DETECTED

Imperial Form 1

Military Player Character Forms (originally published in *Gryphon*) intended as campaign dossiers. In addition to recording basic character data, space is provided to note events in the life of the individual character. *Approved for use with Traveller.* By James Steuard. Pad of 50 forms, plus instructions, bagged, $3.95. Add 50 cents for mail orders. Baron Publications, Box 820, La Puente, CA 91747.

The Astrogators Chartbook

Complete science-fiction mapping system with three different mapping grids, special map key, and record pages. Similar to the Judges Guild Fantasy Cartographer's Fieldbook, this play-aid includes a 5mm geodesic world grid, a special Judges Guild numbered hex grid (from their Campaign Hexagon System), and a rectangular grid of one-fifth inch squares. Book of 96 pages, $3.98. Catalog number 410. Judges Guild, RR 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL 62526.

Vanguard Reaches

A sector map of 16 subsectors complete with world data and a separate map showing all of the worlds in one sheet, plus Library Data and an index. Approved for use with Traveller. Booklet of 26 pages and map, $3.50, Paranoia Press, Box 12614, Fort Wayne, IN 46864.

Imperial Data Recovery System

A computer program (for Apple II, 48K, and Disk) which allows computer management of starship voyages within several subsectors. Includes star generator, star chart, and passenger, cargo, freight and buy/sell routines. *Approved for use with Traveller.* Designed by Jordan Weisman. One diskette, plus cover sheet, bagged. $20.00. FASA, 811 W. Junior Terrace, Chicago, IL 60613.

Merchants & Merchandise

Details of the Merchant Service, including enhanced character generation, additional skills, and the Merchant Service Academy. Also a section on merchandise with prices and details about these technological goodies. *Approved for use with Traveller.* By Don Rapp. Booklet of 22 pages, $3.50. Paranoia Press, Box 12614, Fort Wayne, IN 46864.

Dream Park

Undoubtedly one of the best role-playing game-oriented novels to appear thus far. *Dream Park* is an RPG theme park where advanced technology is used to create a fantastically realistic adventure for patrons. The plot involves murder and industrial espionage in the middle of a grudge match between a world class referee and a champion group leader. The plot is twisty enough to satisfy all but the most jaded whodunit fan and the gaming aspects are realistically treated. $6.98. By Larry Niven and Steve Barnes. Pubished by Ace SF Books, 51 Madison Ave, New York, NY, 10010.

EFATE/REGINA (0105-A646930-D) **Date: 078-1107**

¶ The small brushfire war that has sputtered off and on for several years on this frontier world has, within the last week, come suddenly alive. New ships are arriving in orbit daily, and Down Franklin Starport, for many months nearly empty, is now choked with a steady flow of marines and army troopers disgorged from busy fleet shuttles.

¶ Yesterday Colonel Eitan Rahbaan, public relations officer for the newly formed Third (Provisional) Frontier Army explained in a press conference the reason for the sudden build-up and the general plan of action. The continuing protracted nature of the insurgency action on Efate had been a mounting drain on manpower resources, and had begun to sap the morale of indigenous troops. As a result, the decision was made to concentrate maximum effort to end the conflict in the shortest possible time.

¶ Maximum effort is the only way to describe the amazing build-up that has taken place literally overnight. Already official circulars list eleven brigade-sized Imperial formations deployed on-planet, in addition to the four brigades that apparently were here previously. Even now, large transports are off-loading the heavy vehicles of the well-equipped and hard-hitting 317th Air-Mechanized Brigade, and rumor has it that the build-up is still not complete.

¶ This reporter admits to being overwhelmed by this truly impressive show of force. One can only wonder how long the stubborn but indifferently equipped insurgents on this world can hold out against the ultramodern juggernaut Army Vice-Marshal Lord Calavan, commander of the Forty-Third Army, is preparing to unleash on it. Days? Hours? Ω

REGINA/REGINA (0310-A788899-A) **Date: 054-1107**

¶ Reports over the course of the last several weeks of a marked increase in piracy in the coreward reaches of the subsector have been substantiated by Navy officlals in a routine press release. In today's weekly press briefing, a naval spokesman confirmed that an unusually large amount of shipping had failed to make scheduled planet-fall, and that no communications from the Kinorb Cluster had been received for over two months.

¶ When questioned further, Public Relations Officer Lieutenant Commander Vanderheydt hault-Josephson pointed out that fewer than ten ships had been scheduled to make the little-used Kinorb-Pixie run in that period, and difficulties at Riesling Down Starport on Kinorb could easily explain the situation. However, hault-Josephson added that the Navy had not ruled out the possibility that piracy from "a source or sources unknown" could be responsible.

¶ In response to the situation, hault-Josephson announced that the battlecruiser Agidda, until yesterday under order to join the squadron at Efate, was instead being routed to join her sister ship Adamdun in the Kinorb Cluster and report back on the situation. The dispatch of Agidda was further described as "purely precautionary".Ω

A DAGGER AT EFATE

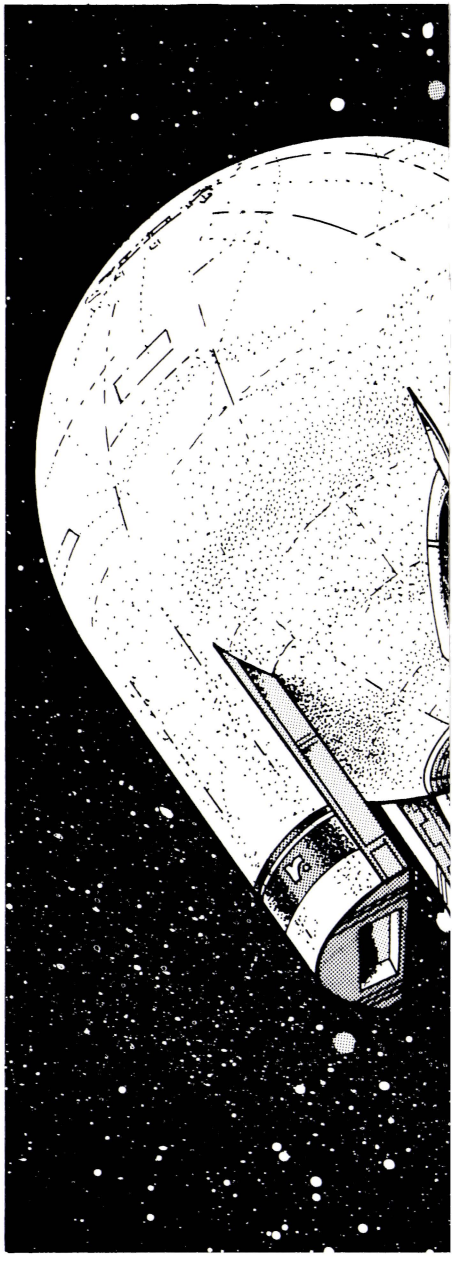
by John Lewis

Mercenary Cruiser *Dagger* was hired on an emergency basis by the Imperial Military Resource Board for supplemental operations in the Efate system of the Regina subsector in late 1106, and served on ordinary duties for several months. In early 1107, local rebels mustered forces and mounted a breakout with a rag-tag accumulation of several converted commercial ships. Fearing that this operation was a diversion meant to sap Imperial blockade forces, and yet unwilling to let the rebel task force go, Rear Admiral Santeenochev's staff dispatched several hired vessels in pursuit. Mercenary Cruiser *Dagger* was one of them. It left on less than an hour's notice, leaving behind its troop unit.

The Situation: It is now four months later. Here in the Efate system, a battle is raging and the Imperial Command has gradually committed every available ship to the fray. The players, aboard a merchant or scout, have just entered the system, completed all necessary identification procedures with system control, and are now proceeding toward Efate.

Amber Zone

System Control Efate now communicates that Mercenary Cruiser Dagger has just stepped out of jump space near them, and is not acknowledging queries. It is not maneuvering, and it may be in need of help. Since all available naval vessels are engaged in the battle on the far side of the system, System Control is invoking regulations to require the players' ship to investigate and render assistance as required.



Referee's Information:

Dagger is lifeless and unmanned. Its operations are in the hands of a computer (and a relatively dumb one at that) which will maneuver the ship slightly to avoid docking by any ship which approaches.

Once the ship has been boarded (one suggestion is a leap using vacc suits), the group will find the ship's controls are locked and effectively unusable. Repairing the controls would take at least 36 hours.

The Problem: The ship is on a course which will take it directly to Efate. Indeed, its projected impact point is the major Imperial troop concentration on the world. The impact of this ship would be sufficient to destroy a large fraction of the Imperial troop strength committed to Efate; and even if the troops can be moved in time, large stocks of military supplies will be destroyed.

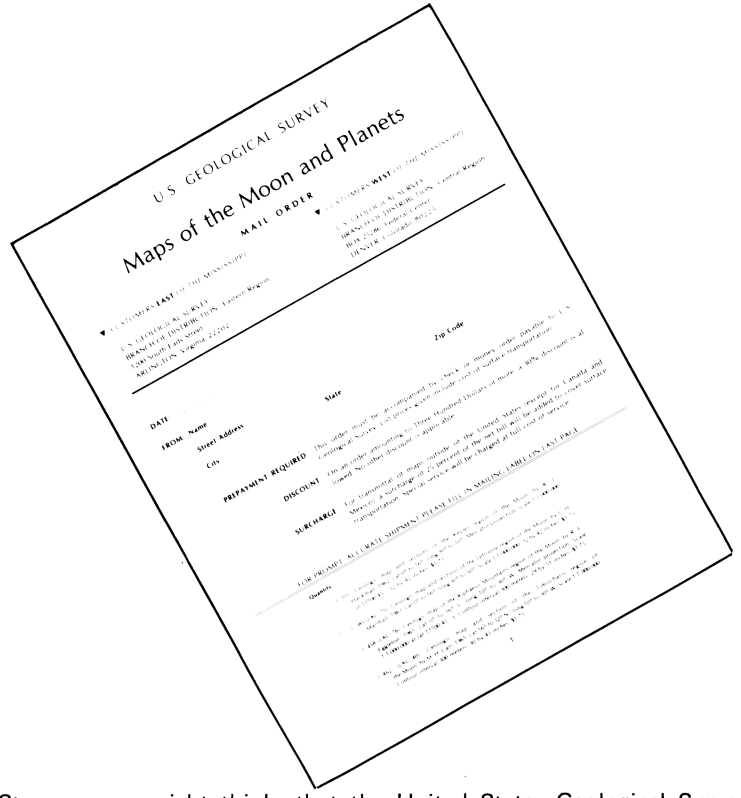
The players must alter the ship's course (preferably bringing it under control) and prevent its impact on Efate. They have a time limit of less than eight hours until they must leave the ship if they are not to share in its destruction.

The Second Problem: A five megaton thermonuclear device has been concealed aboard the ship; it is set to explode five hours after the ship is landed on any vacuum world (it is not intended to land on atmosphered worlds) or remains stationary adjacent to any ship of displacement of 1000 tons or greater. The device is well-concealed, although a thorough search of the ship may reveal it.

Some Possibilities: The computer could be confused by herding it with a small ship in the direction that the players want it to go. False inputs into the ship's sensors might produce the same effects. A search for hidden control sets might reveal the presence of the thermonuclear device. Simple questions as to what this ship is doing here may set players to thinking.

Rationales: The entire matter of the *Dagger* is some sort of plot— obviously the ship was captured while on its pursuit of the rebels. The referee should be careful to include clues to that event in the form of battle scars.

Maps of the Moon and Planets


U.S. GEOLOGICAL SURVEY

Maps of the Moon and Planets

MAIL ORDER

Strange, you might think, that the United States Geological Survey has such a wide range of responsibilities. Indeed the very name Geological would seem to restrict the agency's purview to Earth, even if the United States in its name hasn't restricted the survey to within national borders.

It used to be that the USGS offered a catalog entitled Maps of the Moon and Mars. That has recently been updated to Maps of the Moon and the Planets by reason of the inclusion of maps of Mercury. This 16-page (8½x11 inch format) catalog lists over 200 maps of Mercury, the Moon, and Mars, with complete descriptions, scale, and other data.

For example,

I-713 (LAC-112). Geologic map of the Tycho quadrangle of the Moon, by H. A. Pohn. 1972. Lat 32° to 48° S., 10° E. to 14° W. Scale 1:1,000,000 (1 inch = 16 miles). Sheet 27½ by 48½ inches. $1.50.

In reading this type of listing, some terms need explaining. The first numbers are order numbers. Geologic maps deal with the structure of the terrain (geologic and terrain still seem strange words to use here). Other map types available include shaded relief maps, topographic maps, reference mosaics, controlled mosaics, and high resolution photographs (as from Mariner 9). The longitude and latitude indicate the approximate size of the map coverage as well as the location of the data. Scales range from about

1:50,000 (one inch equals 800 meters) through 1:100,000, 1:1,000,000, and even 1:50,000,000. Maps at 1:1,000,000 are perhaps the most easily absorbed. The scale is about equal to those from which the master maps for GDW's Europa maps were taken.

A typical idea for the use of these maps would be survival. For example, the characters in an adventure could be shipwrecked and marooned on a vacuum world surface and a 1:1,000,000 map of the Moon could be used to chart their location and progress. Pencil in where they are and where the nearest base or station is on the world; to be fair, indicate that a small navigation satellite grid allows them to constantly home on the station. Instead of showing them the map, describe to the players their surroundings, including mountain ranges, crater walls, and flat plains. By imposing movement penalties on bad terrain and allowing rapid progress in good terrain, the adventure can soon pit a straight line navigation strategy against a need to conserve energy and supplies. It then falls to the referee to impose suitable encounters or situations that can make the adventure truly adventurous.

Exploration is another idea that can make excellent use of this type of map. Before the adventure starts, the referee should trace out and mark the major land routes for ATVs on the map. These would become (in effect) the major highways of the world and would indicate the more well-explored areas. At the same time, surface bases, the starport, and outlying establishments could be spotted about. In addition, rich ore veins could be established in crater walls, or archaic bases (perhaps caverns or tunnels) could be strategically placed. It falls to the players as they move about the world surface to find and explore these locations. Finding a cavern may produce an underground adventure; finding an ore vein may produce a mining adventure. And all the while the simple dangers of unsteady ground, moonquakes, deep dust pools, and shortage of supplies can make the expedition turn sour on a moment's notice.

If you are interested in these maps, write to the USGS for their catalog.

East of the Mississippi River—

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—Marc W. Miller

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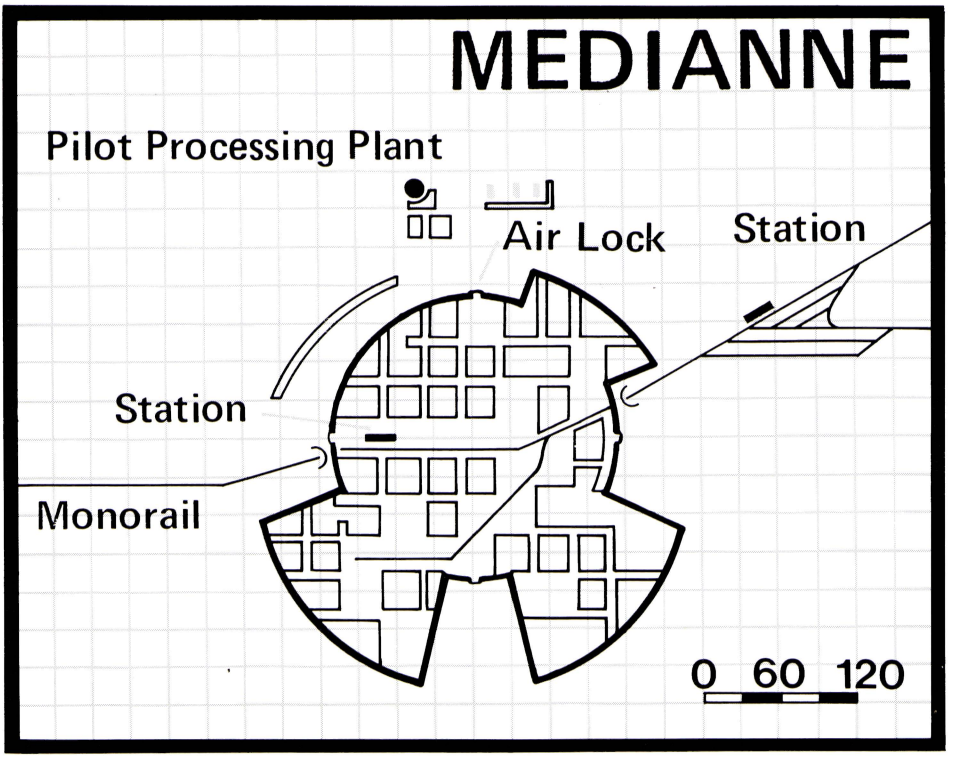
CRYSTALS FROM DINOM

Medianne is one of three major cities on Dinom/Lanth (0201-D100535-A). It serves as a mining center and shipment point for metallic ores; it sits astride the monorail line which circles the world.

Some months ago, the workers of the world rose in revolution and effectively shut down the starport (a third of the way around Dinom, at Rhylan), the mines, and the production of the mills. As of yet, the revolution's effects have not been felt within the Spinward Marches, but they soon will be. An emergency construction order from the Imperial Navy for jump drives caught Quadric Industries unprepared as the corporation had not yet taken delivery on a shipment of vital zuchai crystal. The major output of the mines near Medianne is well-known to be copper, with some percentages of other basic elemental metals. The fact that zuchai crystal is also mined on Dinom is less well-known. With the revolution, not only has the shipment been delayed; the very location of the raw material stockpile has been misplaced. It would otherwise be a simple matter to land a ship and on-load the ore directly.

Amber Zone

Quadric Industries discussed the matter with the Imperial Navy, and was referred to the mercenary company aboard the *Broadsword.* The mission is relatively simple: proceed to Dinom and



thence to Medianne. Land, find the local corporation office and its records, and determine the location of the stockpile of zuchai crystal ore. Once that location has been verified, notify the Quadric Industries transport waiting in the system, and then cover its pickup of the goods. The mission ends with the safe jump of the transport outsystem. Details of payment are unimportant— they are handled at the higher levels of corporate intrigue (if the troops insist, the total hire price for this mission is in the range of MCr4 to Mcr5). Each member of the unit (including ship crew) will receive their standard pay for the month of operations, plus a bonus of Cr20,000 each upon successful completion of the mission.

Referee's Information

Much of the information in this situation is derived from the background data of *Across The Bright Face,* **Double Adventure 2.** A large scale map of Dinom is included in that booklet, and it is suggested that the referee utilize that Double Adventure while running this situation.

The map of Medianne given here is a basic representation of the building locations within the city's dome. The map itself is commonly available as library data. The monorail circling the globe runs directly through the city, and has a siding yard to the east. Monorail stations are located to the east and within the city. Four major air locks are positioned in the dome foundation walls; large monorail air locks are also built into the walls. All air locks are loosely guarded, but would probably allow non-military personnel through without too much questioning (law level for the world is a good throw here for problems: throw 5- for the guards to be suspicious or overly officious). One of the buildings (chosen by the referee) is the local Dinom Corporation headquarters; it contains the needed information.

The *Broadsword* will not be able to land close to the city; it should set down beyond the horizon (perhaps 400 to 500 km away) and those troops involved in the search mission will be forced to move in overland.

The revolution has quieted down somewhat— there is no longer rioting in the streets and the general mechanisms of society are operating without too much difficulty. However, the corporate headquarters is occupied by the revolutionary workers (2 to 12 individuals; armed with shotguns). They have made the building their own headquarters now, and they have made a shambles of the place. The mercenaries will have to enter the building, search it, and find the materials that they need. The job may use brute force, or it may be done with stealth.

The location lists are obtainable from the files or from suitably knowledgeable individuals. The files are on the second floor, in a data room (throw 10+ to find the lists; per 15 minutes search. Allow DM +1 for a cooperative local, if he or she has been treated well). Interrogation of individuals for the information may result in the disclosure of what the troops are looking for, but can be attempted in any case. For each individual interrogated, throw 11+ for him or her to actually know the required information; on 10 (exactly) allow that individual to think that he knows the information. Proceed with interrogation procedures from that point.

The Stockpile: The zuchai crystals are already packaged and stored in modular containers each holding 3000 kilograms of crystal; at Cr1000 per kilogram, that makes each module worth MCr3. There are fifty containers.

The stockpile location is about 600 kilometers from Medianne.

Quadric Industries has provided a call frequency, and their ship will proceed to the pickup point once notified. *Broadsword* will be required to protect the arrival of the transport. Troops will be required as stevedores to on-load the modules (troops take eight minutes to load one module).

The Orbital Protection Force (OPF): The revolution has consolidated its gains and gathered together a small OPF of 20 fighters operating in 5 flights of 4 craft each. The craft are based near Rhylan, although the fighters themselves patrol the world and near orbit on a regular basis. In ordinary circumstances, a fighter-*Broadsword* encounter will occur on 10+ (per eight hours). Once alerted to the presence of the *Broadsword* (by an encounter with it or its cutters, or by information from Medianne) the OPF will make it difficult for the mercenary cruiser to operate freely unless it knocks the force out or the command decides to accept a low profile role.

High Guard (second edition) statistics for the local fighters and for the Quadric Industries transport are given below. *—Marc W. Miller*

R-80256 *Gyro Quadrus* R-4211111-000000-00000-0 MCr100.035 400 tons
Book 2 Design Crew=5. TL=9.
Passengers=8. Low=9. Fuel=50. Cargo=200. EP=1.5. Agility=1. No boats mounted.

Dinom Fighters FP-0404411-030000-00001-0 MCr8.65 10 tons
batteries bearing 1 1 Crew=2. TL=10.
Passengers=0. Low=0. Cargo=0. Fuel=1.0. EP=0.4. Agility=4. Bridge installed.

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GROUP ONE presents ASSAULT MARINES, a counter game of squad level combat set in the future. It is contained in a 3 color box and features 336 magnetic counters; 2 (11 x 17") geomorphic maps, dice and a 16 page easy to read rulebook.

This game can be played on any flat surface.

CONTACT!
Vargr

Inhabiting a region rimward of the Imperium, the Vargr were for years a puzzle to Imperial xenologists. The Vargr biochemistry and genetic makeup is almost identical with a number of terrestrial animals, but differs radically from most of the flora and fauna indigenous to Lair, the purported Vargr home world. Indeed, the Vargr are barely able to digest the protein of most of the animals native to Lair. Researches during the early years of the Third Imperium concluded them to be the result of genetic manipulation of a transplanted species, undoubtedly of Terran origin, and most closely related to Terran canines. A tremendous body of data indicates that the race known as the Ancients were probably responsible.

Physically, the Vargr are not very impressive. The typical Vargr is about 1.6 meters in height and weighs approximately 100 kilograms. They are upright bipedal carnivores, rear limbs digitigrade, with hands very similar in size and appearance to those of a human, although there are significant internal differences. They have approximately the same physical parameters as humans and are able to use the same equipment without modification or additional instruction.

On the average their reactions are slightly faster than those of the average human, but individuals vary widely. The Vargr senses of smell and sight are superior to humans.

SOCIETY

Knowledge of Vargr social institutions is limited, based solely on intercourse with the nations of the frontier interface, but indicates a society, or more properly group of societies, characterized by endemic and rapid social change.

The key elements shaping Vargr societies are very strong centrifugal force resulting from an emphasis on consensus and informal lines of authority, and an equally strong centripetal force resulting from ingrained family-

clan-tribe-nation loyalty.

Centralized authority is extremely limited at the upper levels of Vargr society, and actions is based on broad coalitional concerns, with a constant splitting and rejoining of dissident factions. Traditionally, this has made it very difficult for more centralized and organized societies such as the Imperium to deal on a meaningful basis with what passes for Vargr states.

GOVERNMENT

There is no central Vargr government, indeed, there is no governmental type that can be said to be "typically Vargr." Every conceivable form of governmental organization can be found somewhere in the Vargr extents. The only cohesive force in the Extents is a fierce racial pride which causes a tendancy towards racial co-operation amongst Vargr.

As was mentioned above, the higher the level of the Vargr government, the more unstable it becomes because of the difficulty of obtaining consent of all Vargr involved.

VARGR IN THE EMPIRE

While only a few planets populated completely by Vargr exist within the Imperium, there are millions of Vargr considered to be citizens of loyal subject planets. Additionally, Vargr adventurers, criminals, mercenaries, and (rarely) traders can be found throughout the rimward reaches of the Empire.

PLAYING THE VARGR

Players who wish to run Vargr characters will not encounter significant problems adjusting. Almost any behavior is permissible, and a great degree of inconsistency is almost required.

As mentioned above, the Vargr have little respect for formal authority; less and less the higher that authority is.

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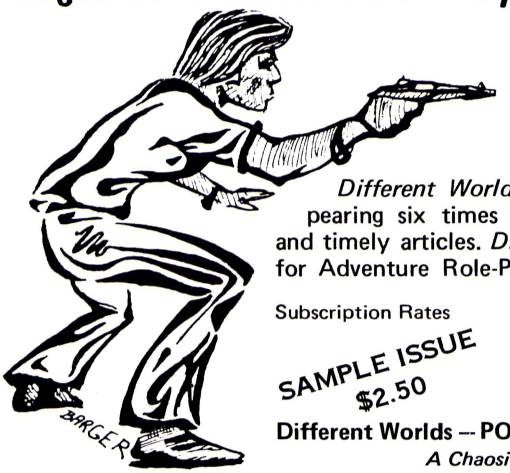

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Vargr generally have more respect for more informal authority figures, and are more likely to obey superiors if they are closely acquainted than if they are strangers.

The Vargr have an intense racial pride, and are easily insulted. They are prone to enter into fights without regard for possible consequences.

Vargr social organization is difficult to characterize in Terran terms, but can be most closely compared to the Dakota Sioux of North America in the 19th century, if the analogy is not pressed too far. Even amongst the most stable Vargr governments, a higly charismatic leader can attract followers for almost anything. The neighbors of the Vargr are constantly the subject of impromptu raids and scattered piracy by bands of Vargr (totally without government sanction, of course) who have been talked into a raid, a battle, or a war by a charismatic leader.

REFEREEING VARGR

Vargr characters are generated in the same manner as human characters, with the following modifications:

Subtract one from the strength and endurance rolls, to reflect the smaller size of the Vargr, and add one to their dexterity. All other attributes are rolled for in the same manner.

For close combat, the Vargr should be considered to be armed with teeth, if they have no other weapon.Their construction makes it impossible for them to kick in close combat. They are capable of great bursts of speed for short periods, but their endurance gives out fairly quickly and they are slower than humans in the long haul.

Vargr may enlist in any service but are subject to a -2 DM when attempting to enter the merchant service.

Vargr may acquire any skill or benefit without modification.

—Loren K. Wiseman

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The Umpire Strikes Back

The **Traveller** referee is a curious phenomenon indeed. Possessed of omnipotent and godlike powers over a universe of his own creation, he is yet a victim of the players who surround him, continually threatened by their varied responses (or lack thereof) to his actions and rulings. This unstable situation can be an unsettling experience, for it is upon the referee's success or failure that everyone's enjoyment of the game hinges. . . and he must walk a tightrope in order to avoid the extremes of undue harshness or dull leniency. It is necessary to take the players in a direction that has already been mapped out for them, but in such a way as to make the game exciting, challenging, and enjoyable. This is the mark of a good referee.

While the generation of a universe and of characters is an important part of the referee's duties, the chores he faces do not end with the final pre-game die-roll. They are only just beginning! As the characters prepare themselves to venture forth, the referee must begin the delicate task of creating, balancing, and conducting an adventure. And as he does so, he must keep several points in mind.

First, the adventure must be suitable. An ex-army colonel should not be placed in a situation that requires piloting skill. . . and should not be offered a spaceship as his reward. . . unless there are other characters in the group with the requisite skills required. For this reason, if for no other, characters should be generated before the adventure is mapped out. This saves on the number of ludicrously inappropriate adventures the referee ends up running.

The wants, needs, and desires of the characters should also play some part in determining the suitablity of the adventure. But those needs are not paramount, and should not all be filled at once. . . or the characters will have no reason to adventure later on. As a matter of fact, it will often be necessary to go against the players when their objectives become incompatible with running an exciting game. The player who doesn't want to get involved will have to be nudged– perhaps by being kidnapped or marooned by accident. And the player who is too ambitious should meet up with all sorts of trouble, from accidents to government interference or any other form of frustration that will keep him off the track of wanting to be Galactic Overlord after the first week. Hopefully these methods will steer the adventurer back to the path the referee first sent him down.

Another consideration is the reward. As mentioned before, it should be appropriate, or the player will be foolish to accept it. The prospect (which may not all be fulfilled) of a gain large enough to interest the character must exist, unless the character has been established as the sort of fellow who wants to go out and adventure just for

the fun of it. But the player with millions of credits isn't likely to risk life and limb for a paltry hundred thousand or so without some good reason. And if the reward the ref has in mind doesn't interest a player and the ref doesn't want to raise it) then build in other motivations. The characters should find his starship impounded, or a price on his head. . . anything that might threaten him, but which the adventure will change or correct. Motivation is truly an important part of the referee's job; it keeps the game moving even when players hesitate about being involved in some particular action.

Most important of all, however, is the need to balance complexity in the adventure. This is more difficult in **Traveller** than in the fantasy role-playing games which preceded, as they arbitrarily provide levels of skill and levels of enemies which are challenging at each degree of difficulty while not presenting impossibilities. In **Traveller** the referee must do his own balancing, but a little common sense can usually supply most of what he needs.

The characters can almost always supply many of the clues. If the ref knows for a fact that the band will need to have computer skill to solve the problem presented by their mission, then he should make sure one of his characters has the skill. if none do, they should have the chance to find out what they need to know before they are actually confronted with the problem, giving them time to hire someone with the required skill, perhaps.

Rumors are the key way of balancing in this fashion. While many of them will be red herrings designed to trap or confuse the players, they should be set up so that astute players will know what to prepare for. Rumors can channel the course of play into an area the referee desires; they can discourage players who want to try something the referee isn't ready for; and they are ideal clues that should lead characters to the solutions to their problems.

Other ways of balancing play can come through non-player characters, through which the referee can inject knowledge or skills not available to the players. The descriptive powers of the referee can also be used to balance a situation, by giving verbal clues to what lies ahead based on observations by the characters.

If all else fails, though, the referee has one last recourse. Direct and godlike intervention, in the form of good or bad fortune, can ensure that the complexity of the scenario will always challenge the players. The character who has proven totally unprepared can get lucky and escape from almost certain disaster; the characters who go out loaded down with enough gear to take on the Imperial Death Star might find a streak of ill fortune disrupting "the best laid plans of mice and men."

As an example, suppose a party of adventurers has armed themselves with every imaginable weapon, plus grav belts and combat armor. Their opponents are numerous, but uncivilized, barbarians. There is no danger to the travellers, who can fly out of reach and slaughter natives left and right. This kind of situation might satisfy a few closet Nazis, but it won't be much of a fun or balanced game.

But the referee can reach forth, and behold! Ill fortune strikes! A poorly maintained grav belt fails, and its owner drops gently (or not so gently) to ground, into the midst of a group of very frustrated and rude natives. Now a contest that was essentially target practice takes on a new and vivid interest for all concerned, especially the chap who suffered the misfortune! There are other considerations the players must take into account, now, as they continue play. Do they rescue the victim? Negotiate? Hope he escapes? Go on their way? Little incidents like this can be used to make the adventure flow smoothly, with everyone finding that there is a challenge facing him no matter how good, how well-equipped, or how careful he has been.

This power of the referee can be used as much or as little as necessary. Often the referee can stall the players from travelling toward a point that he has not yet prepared with exactly this kind of judicious intervention. Accidents, rumors, other missions, all can take place along the route the band is following. These delays give the referee time to get his act together and prepare for the big one. . . whatever that may be. But be careful! The players should be allowed to do some of the things they desire or they will lose interest.

Of course there is a final remedy for the recalcitrant player who won't see eye to eye with what his referee has decreed. Since the ref is, after all, playing a roll also (a particularly powerful character . . . God) he has certain options which I have presented below for use as needed.

A giant hand can reach out and grab their starship.

An asteroid can plunge into the ship, killing all aboard.

They can fall into a black hole.

Or, for the traditionalist among you, try hitting 'em with a lighting bolt!

Just as long as you have a good time.

—J. Andrew Keith

The following four pages are the third and final installment in a series detailing the major modifications to the 1979 edition of **High Guard.** The *Journal* has been publishing these rules and charts as a service to our readers who have the 1979 edition and do not wish to purchase the 1980 revisions. The text contains the last of the **High Guard** charts necessary for resolution of space combat; it entirely supersedes the charts from the old edition.

These special pages have been placed in the center of the *Journal* to allow readers to remove them and bind them together with the other installments into one booklet.

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SHIP DAMAGE TABLES

Die (2D)	*Surface Explosion Damage Table*	*Radiation Damage Table*	*Interior Explosion Damage Table*
2	Critical	Critical	Critical
3	Interior Explosion	Crew-1	Critical
4	Interior Explosion	Computer-4	Critical
5	Interior Explosion	Crew-1	Fuel Tanks Shattered
6	Maneuver-2	Computer-3	Computer-2
7	Fuel-3	Crew-1	Screens-3
8	Weapon-3	Computer-2	Jump-2
9	Maneuver-1	Computer-2	Power Plant-2
10	Fuel-2	Weapon-4	Crew-1
11	Weapon-2	Computer-2	Computer-1
12	Maneuver-1	Weapon-3	Screens-2
13	Fuel-1	Computer-1	Jump-1
14	Weapon-1	Weapon-2	Power Plant-1
15	Weapon-1	Computer-1	Computer-1
16	Fuel-1	Weapon-2	Screens-1
17	Weapon-1	Weapon-1	Jump-1
18	Weapon-1	Weapon-1	Power Plant-1
19	Fuel-1	Weapon-1	Screens-1
20	Weapon-1	Weapon-1	Jump-1
21	Weapon-1	Weapon-1	Power Plant-1
22+	No Effect	No Effect	No Effect
	Use This Column For: Energy Weapons, Lasers, HE and Nuclear Missiles, and Particle Weapons.	*Use This Column For:* Particle Accelerators Nuclear Missiles, and Meson Guns.	*Use This Column For:* Meson Guns

DMs for the Ship Damage Tables:

1. Apply armor of the defending ship as a +DM against all weapons on the surface explosions table and all but meson guns on the radiation damage tables.
2. If the weapon inflicting the hit has a factor of 9 or less, apply a DM of +6.
3. If the weapon inflicting the hit was a nuclear missile, apply a DM of -6 on surface explosion damage.
4. If the weapon inflicting the hit was a pulse laser, apply a DM of -2.
5. Rolls resulting from other rolls (for example, interior explosion caused by surface explosion) are unmodified.

CRITICAL HIT TABLE

Die	*Critical Hit Result*
2	Ship Vaporized.
3	Bridge Destroyed.
4	Computer Destroyed.
5	Maneuver Drive Disabled.
6	One Screen Disabled.
7	Jump Drive Disabled.
8	Hangars/Boat Deck Destroyed.
9	Power Plant Disabled.
10	Crew-1.
11	Spinal Mount/Fire Control Out.
12	Frozen Watch/Ship's Troops Dead.

CRITICAL HITS

In addition to rolled damages, each critical hit reduces a target's armor factor by one. A ship's armor factor may not be reduced to less than zero.

———————Attacking Meson Gun Factor———————

Meson Screen	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H
To Hit:	9	9	8	7	7	7	6	6	6	5	5	5	4	4	4	4	4
1	16	15	15	14	14	13	13	12	12	9	9	8	8	7	7	6	6
2	16	16	15	15	4	14	13	13	12	10	9	9	8	8	7	7	6
3	17	16	16	15	15	14	14	13	13	10	10	9	9	8	8	7	7
4	17	17	16	16	15	15	14	14	13	11	10	10	9	9	8	8	7
5	18	17	17	16	16	15	15	14	14	11	11	10	10	9	9	8	8
6	18	18	17	17	16	16	15	15	14	12	11	11	10	10	9	9	8
7	19	18	18	17	17	16	16	15	15	12	12	11	11	10	10	9	9
8	19	19	18	18	17	17	16	16	15	13	12	12	11	11	10	10	9
9	20	19	19	18	18	17	17	16	16	13	13	12	12	11	11	10	10

Configuration	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H
1	12	12	12	11	11	11	10	10	10	8	8	8	7	7	7	6	6
2	11	11	10	10	10	9	9	9	8	7	7	6	6	6	5	5	5
3	10	9	9	9	8	8	8	7	7	6	5	5	5	4	4	4	3
4	7	7	6	6	6	5	5	5	4	3	3	2	2	2	1	1	1
5	6	5	5	5	4	4	4	3	3	2	1	1	1	0	0	0	0
6	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3
7	15	15	14	14	14	13	13	13	12	11	11	10	10	10	9	9	9
8	4	4	4	3	3	3	2	2	2	0	0	0	0	0	0	0	0
9	14	13	13	13	12	12	12	11	11	10	9	9	9	8	8	8	7

———————Attacking Particle Accelerator Factor———————

	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H
To Hit:	9	8	7	7	6	6	5	5	4	3	3	3	3	3	2	2	2

GAME-TURN SEQUENCE

1. Battle Formation Step. Both players determine their line of battle and reserve positions. Craft are launched and recovered.

2. Initiative Determination Step. Dice determine who has the initiative. The player with the initiative is called the attacker for the turn.

3. Range Determination Step. The attacker decides the range for the turn.

4. Pre-Combat Decision Step. Each player decides for each ship

A. Whether to break off this turn,

B. Whether to use emergency agility,

C. If black globe will be on.

The defending player announces all such decisions before the attacker.

5. Combat Step. Players arrange their battle lines by size with largest ship first. Attacker then presents his first ship as a target for the combat procedure. Then the defender presents his first ship. Combat continues with players alternating until all ships in both battle lines have been presented as targets. For each ship, the combat procedure is :

A. Fire Allocation. Firing player indicates which batteries will fire.

B. Hit Procedure. Firing player determines which batteries have scored hits.

C. Defensive Fire. Target uses its defensive batteries to prevent enemy weapons from penetrating.

D. Passive Defense. Passive defensive screens must be penetrated.

E. Damage Determination. Batteries which hit and penetrate all defenses must determine the damage they inflict.

		----Attacking Meson Gun Factor---								
		J	K	L	M	N	P	Q	R	S	T
	To Hit:	4	4	4	4	4	4	4	4	4	4
Meson Screen	1	5	5	4	4	3	3	2	2	1	1
	2	6	5	5	4	4	3	3	2	2	1
	3	6	6	5	5	4	4	3	3	2	2
	4	7	6	6	5	5	4	4	3	3	2
	5	7	7	6	6	5	5	4	4	3	3
	6	8	7	7	6	6	5	5	4	4	3
	7	8	8	7	7	6	6	5	5	4	4
	8	9	8	8	7	7	6	6	5	5	4
	9	9	9	8	8	7	7	6	6	5	5
Configuration	1	6	5	5	5	4	4	4	3	3	3
	2	4	4	4	3	3	3	2	2	2	1
	3	3	3	2	2	2	1	1	1	0	0
	4	0	0	0	0	0	0	0	0	0	0
	5	0	0	0	0	0	0	0	0	0	0
	6	2	1	1	1	0	0	0	0	0	0
	7	8	8	8	7	7	7	6	6	6	5
	8	0	0	0	0	0	0	0	0	0	0
	9	7	7	6	6	6	5	5	5	4	4

	—Attacking Particle Accelerator Factor—									
	J	K	L	M	N	P	Q	R	S	T
To Hit:	2	2	1	1	1	1	1	0	0	0

Damage is recorded but does not apply until step 6.

F. Fire procedure begins for the next ship.

6. Damage Step. Damage inflicted during combat (5E) takes effect.

7. Breakthrough Step. If one player's line of battle has been broken, ships in the line of battle of the victorious player may fire again at any ships in the enemy reserve position. Go through steps 5 and 6 again; ships in the enemy reserve position may not fire except defensively.

8. Pursuit Step. Ships which are breaking off may be pursued by enemy ships.

9. Terminal Step. Planetary bombardment, refuelling, revival of the frozen watch, and other non-battle operations are performed.

MESON ATTACK TABLE

Meson guns attacking a target must achieve a hit by throwing the to hit number (or greater) on two dice. If a hit is achieved, then the meson screen and configuration must be penetrated (throw the indicated number or greater on two dice).

If the throws are successful, proceed to the ship damage tables.

DMs Allowed To Hit:

+ relative computer size.
- target agility rating.
+ target size modifier.

Meson Gun: +2 at short range.

DMs Allowed To Penetrate:

+ relative computer size.

TARGET SIZE DM (To Hit)

Size Code	Die Modification
0 (zero)	-2
1 to A	-1
B to K	none
L to P	+1
Q +	+2

The target size DM is used only on the die roll to hit.

PARTICLE ACCELERATOR

Particle accelerators attacking a target must achieve a hit by throwing the to hit number (or greater) on two dice. Proceed to the damage tables.

DMs: Use the DMs, given above for meson guns, but the particle accelerator is not allowed the +2 DM at short range.

EXPLANATION OF DAMAGE RESULTS

If an indicated damage location on a ship does not exist, the damage is ignored.

Bridge Destroyed: The ship may not maneuver or jump. It fires and is fired upon as if its computer were half its actual factor (rounding down). If the ship has an auxiliary bridge then command may be transferred to it, negating all penalties.

Computer-n: The USP computer factor is reduced by n. If this result is rolled on the radiation damage table and the computer has a fibre-optic backup, it is ignored.

Computer Destroyed: The USP computer factor is reduced to zero; the ship may not jump, although it may continue to fire weapons and maneuver.

Crew-n: The USP crew factor is reduced by n. Upon reduction of the crew factor from its initial level, the ship may no longer fire its weapons or attempt repair, although it may use its passive defenses, maneuver, or jump. This result does not affect the frozen watch or ship's troops.

Critical: Roll again on the critical hit table. Reduce the ship's USP armor factor by one for each critical hit received.

Frozen Watch/Ship's Troops Dead: On a die roll of 1-3, all personnel in low berths or the frozen watch are dead; on a roll of 4-6, all ship's troops (including marines and security troops) are dead.

Fuel-n: Current fuel is reduced by n% of total fuel capacity (at least 10 tons).

Fuel Tanks Shattered: All fuel on the ship is lost and the ship may not be refuelled. No ship systems requiring energy points may operate.

Hangars/Boat Deck Destroyed: Craft carried by the ship are destroyed, up to 600 tons in aggregate displacement of small craft, or one craft of 600 tons or more. One launch facility or launch tube is also destroyed. The specific craft and facilities destroyed are determined by the referee or random die rolls.

Interior Explosion: Roll again on the interior explosion table.

Jump-n: The USP jump factor is reduced by the indicated amount.

Jump Drive Disabled: The USP jump factor is reduced to zero.

Maneuver-n: The USP maneuver factor is reduced by the indicated amount.

Maneuver Drive Disabled: The USP maneuver factor is reduced to zero.

One Screen Disabled: One screen (nuclear damper, meson screen, or black globe) of the firing player's choice has its USP factor reduced to zero.

Power-n: The USP power plant factor is reduced by the indicated amount.

Power Plant Disabled: The USP power plant factor is reduced to zero.

Screen-n: The USP factor for one screen (nuclear damper, meson screen, or black globe) selected by the firing player is reduced by the indicated amount. Damage must be divided as evenly as possible: no screen may receive two hits until all other screens have at least one, or three hits until all others have at least two.

Ship Vaporized: The ship is utterly destroyed.

Spinal Mount/Fire Control Out: On a die roll of 1-3, the USP spinal mount factor is reduced to zero; on a roll of 4-6, fire control is out, and no weapons except the spinal mount may fire.

Weapon-n: Each hit destroys one battery of weapons, either offensive (laser, energy weapon, meson gun, particle accelerator, or missile) or defensive (sand-casters, or repulsors). If the ship has only one battery of a type (including spinal mounts), a hit reduces its USP factor by the indicated amount. As with screens, the firing player chooses which weapons are affected, but damage must be divided as evenly as possible.

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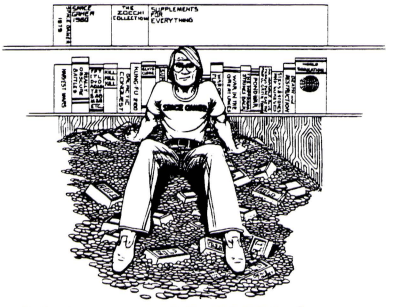

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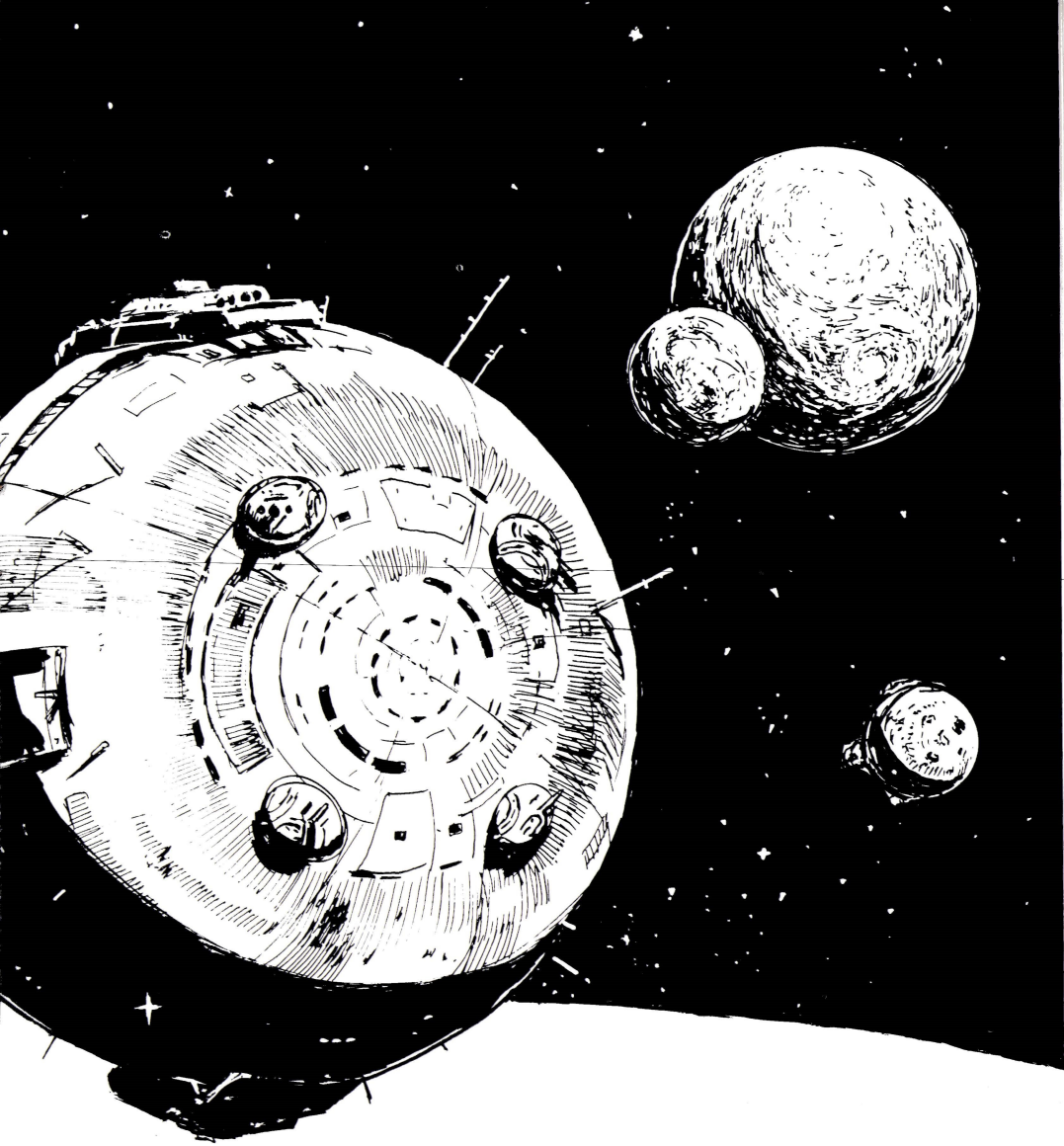
BROADSWORD
Class Mercenary Cruisers

By Marc W. Miller



The lawlessness of some regions of the Imperium has long posed a problem to those in authority; they are torn between a need to provide protection and order to all areas under Imperial domain, and a rational understanding that cost is a continuing factor in such actions. One solution is the establishment of hired troop units within especially troublesome subsectors. Such units provide a basic semblance of order to the worlds and systems within, and are available (at a nominal additional cost) to those in the region who desire more action or greater attention to their own problems. The Imperial hand in such arrangements is clearly seen in their screening of such mercenary units before allowing them to operate, and their tacit approval of their actions, including referrals in some cases where calls for help are received.

The Imperial bureaucracy, in its efforts to provide assistance, has also taken the step of commissioning the design of a standard mercenary cruiser to carry such

units throughout their areas of responsibility, and has made these ships available through the provision of low cost construction loans. The design itself is well thought out and has been used for innumerable other tasks, including some Imperial and subsector military missions, and as fleet auxiliaries to the Imperial Navy.

THE SHIP

The *Broadsword* class mercenary cruiser is an 800-ton spherical hulled starship designed for a wide range of military and quasi-military missions, and is essentially a type C cruiser as described in **Traveller** Book 2. Some changes, alterations, and modifications, however, have been imposed to make the ship more adaptable to a variety of different operations.

The ship itself is unstreamlined, although it has sufficient lack of projections to allow it to skim hydrogen from gas giants in order to refuel. It may land on vacuum worlds, but generally interacts with the surfaces of worlds through its complement of 50-ton cutters, their interchangeable modules, and the ship's single air/raft. The cutters can carry cargo and supplies from a starport to the ship, troops and ATVs to a world surface for battle, or passengers from point to point. The air/raft, while slower, also has orbital capability and can be used when the cutters are otherwise occupied.

CLASS NAMES

The first ship of this class bore the name *Broadsword,* and following ships of the class have been named for edged weapons and polearms. As the class grew and more ships were built, the general category of non-missile firing weapons was assumed for naming of additional ships.

Some ships in the class are *Blade, Cutlass, Dagger, Foil, Rapier,* and *Sabre.* Later ships of class include *Mace, Morning Star, Battle Axe, Scythe, Javelin, Halberd, Pike* and *War Spear.*

MODULAR CUTTERS

One of the important aspects of the *Broadsword* class design is the wide variety of auxiliary vessels which may be procured for the ship. As procured, the ship is furnished with two 50-ton cutters and a total of four 30-ton interchangeable modules. Cutter wells within the ship store the two small craft and the modules for transport; proper selection can give the cruiser a broad span of capabilities.

The 50-ton cutter is essentially of two piece construction: a 20-ton frame and a 30-ton module. The combination is capable of 4-G operations and carries a crew of two (pilot and gunner). The cutter has a four ton bridge installed and mounts a Model/1 computer. It is armed with a single missile rack. Total craft cost, less module: MCr30.75.

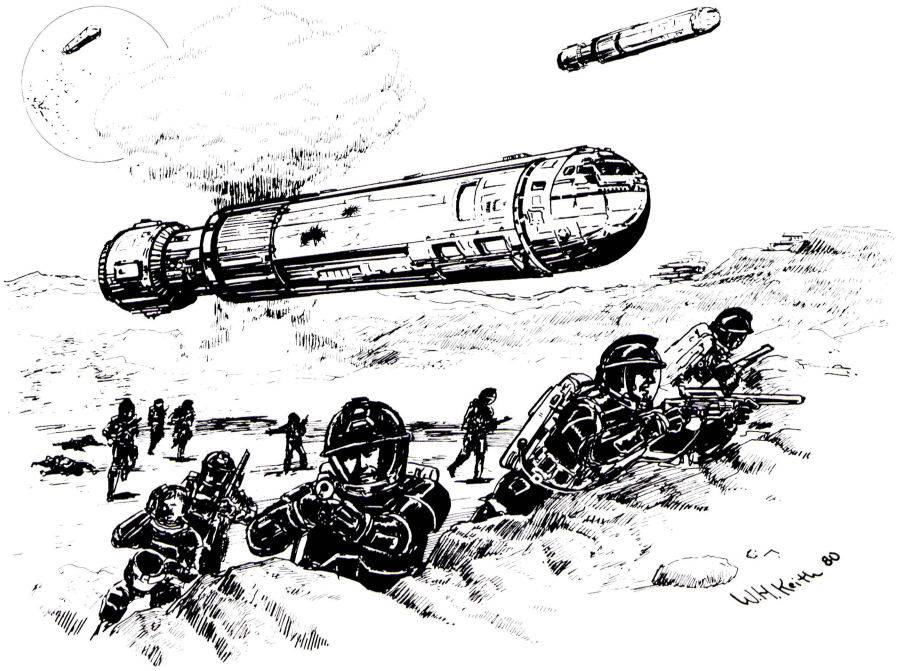
When the cutter is operated without the module, it has a smaller total displacement and thus greater performance: its 4-G acceleration is increased to 6G.

The range of commonly produced modules covers eight designs. Each has its own purpose.

1. ATV Cradle. Carries one all terrain vehicle in a streamlined and shielded cradle; upon landing, the exterior shutters of the cradle retract and allow the ATV to be placed on a world surface. MCr1.8 (including the ATV, which is of standard wheeled design).

2. Personnel Transport. Contains passenger seats for sixty personnel. MCr2.0.

3. Cargo Transport. Contains cargo space for 25 tons, plus passenger seats for ten individuals. MCr1.0.



4. Fuel Skimmer. Intended to dive into gas giants and skim their hydrogen gas for fuel. It may be used to dip water from oceans as well. Carries 28 tons of fuel. MCr1.0.

5. Assault Boat Module. Contains basic positions for 16 troops in two sections, each with a bottom mounted door. Upon landing, power spades scoop out emergency entrenchments; the troops jump down into the hasty foxholes and the cutter with module immediately moves out of the battle area. MCr2.5.

6. Pressurized Shelter. An independent living quarters module for eight persons, complete with galley, power supply, environment recyclers, and sanitary facilities. This shelter is commonly used to produce advanced site bases; it can be used to increase living quarters and total troop complement onboard. MCr4.5.

7. Weapons Module. A self-powered, independent weapons mount with the ability to be fitted with a variety of weapons. Typically, this module is deposited in orbit and provides fire support for ground troops. Equipped with a computer Model/1 for fire control and a triple laser turret. MCr8.

8. Fighter Frame. This framework module contains attachments to hold four 6-ton fighters. The module, as installed on a cutter, allows quick launch of all four fighters for the protection of the cruiser. Unlike the other modules, the fighter framework module is not streamlined and the cutter mounting the module cannot enter atmosphere. MCr2.0.

Deployment: The major drawback of the modular cutter design in the *Broadsword* class is the problem of timely

deployment of modules. Each cutter can be launched in a matter of minutes. However, the handling of individual modules is hampered by the fact that the only access to them is through the cutter wells.

Assume that a fuel skim module is currently installed in a cutter and that a passenger module is stored within the ship. The cutter leaves the well and detaches the fuel skim module, leaving it lying free in space. It then reenters the cutter well and attaches the passenger module. The cutter leaves the well and detaches the passenger module; it then reattaches the fuel skimmer and reenters the cutter well, finally depositing the fuel skimmer within the interior of the ship. At this point, the cutter can leave the well and attach the passenger module for needed operations. The procedure can become a shuffling match, and the ship captain must designate the exact placement of modules for use in any current mission.

The times required for performance of basic cutter procedures are shown in the following chart.

Enter the cutter well— five minutes.

Leave the cutter well— five minutes.

Detach module in free space— two minutes.

Attach module in free space— five minutes.

Detach module in cutter well— two minutes.

Attach module in cutter well— two minutes.

Move cutter from orbit to world surface— twenty minutes.

Move cutter from world surface to orbit— twenty minutes.

As can be seen, the procedure can take about 37 minutes to complete. Planning is thus essential for efficient operations. Of course, with two cutters, simultaneous operations are possible.

The fighter framework module is treated as a standard module for attachment and reattachment. All four fighters may be launched simultaneously, and the process takes less than a minute. Fighters, however, reattach themselves to the frame individually, and each reattachment takes about two minutes.

Because of the interior fittings on the ship (and the lack of exterior fittings) troop and pilot boardings are best performed within the ship. Pilots should be embarked in fighters before the fighter framework leaves the ship. Troops should be embarked in assault boat modules or passenger modules before they leave the ship.

THE FIGHTERS

Any six-ton, tech level 12 or less fighter craft may be operated in conjunction with the fighter frames. Two fighter types are noted in the ship statistics section later in this article.

THE AIR/RAFT

Every ship needs a utility vehicle of some sort to allow minor errands and surface excursions that do not call for a launch or cutter. The air/raft on the *Broadsword* class cruiser fills this requirement.

The air/raft is relatively ordinary in all respects, although it does carry a gun mount allowing it to be armed if required. The air/raft is capable of speeds up to 100 kph and can operate for long periods of time without refuelling.

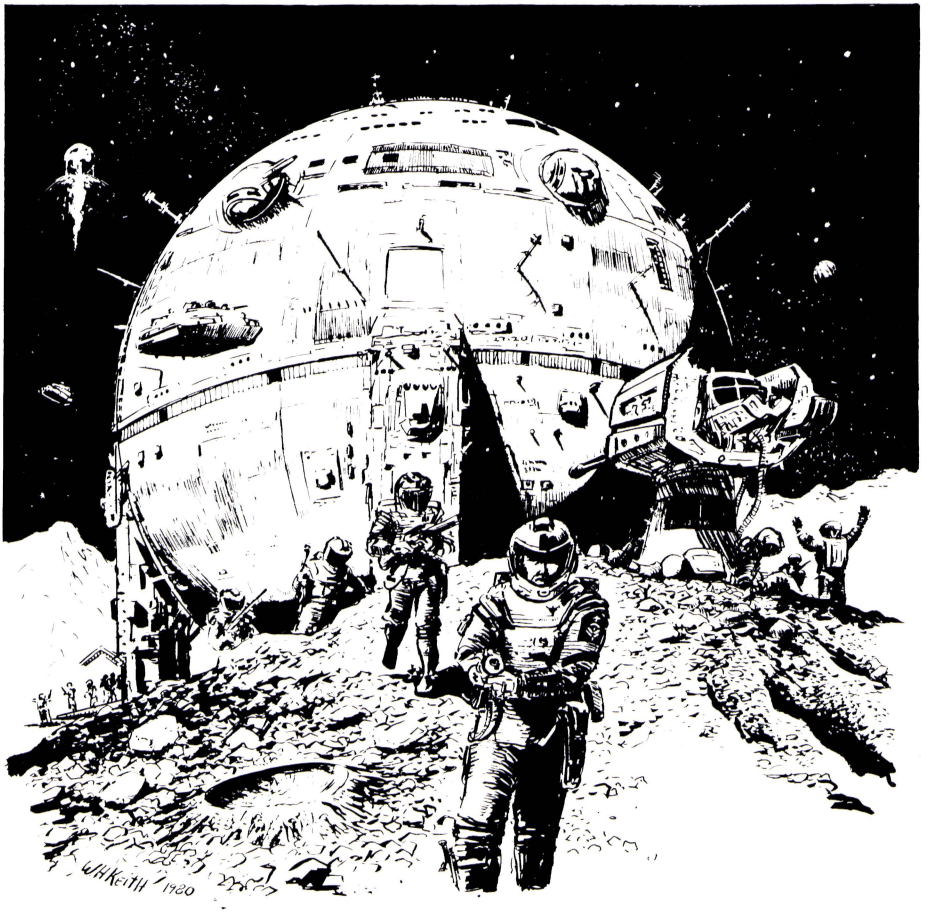
Although unpressurized, the air/raft can reach orbit (taking several hours to do so) and is used for world visits. It is stowed in a compartment in the hull of the cruiser accessed through deck E; conveniently, this access is close to the surgery and sick bay for emergency treatment of injured.

INTERIOR DETAILS

In the layout of this ship, crew members are quartered in single, double, and triple staterooms; nevertheless, the total tonnage allocation for each member of the crew or the troop unit is two tons: the equivalent of double occupancy. Senior staff, of course, retain individual staterooms. Much of this physical allocation on a ship this large goes to common areas such as crew lounges, the mess, and galley.

Batteries: This ship, when classified using **High Guard,** has five batteries (four laser and one missile). Since one gunner is required for each battery, there are four laser gunners who man their turrets directly on the gunnery deck. The gunnery officer operates the four missile turrets as one battery and controls them from the bridge deck. The missile turrets are mounted on the landing legs of the ship, and are not normally accessed during flight.

Cutter Wells: Piercing through the hull and the decks of the ship are the cutter wells and bays. The wells accept the cutters for transport and storage during flight; they may be closed with shutters at the forward ends for protection of the small craft. The cutter bays are large areas adjacent to the wells



intended for storage of additional cutter modules. They are large open areas also suitable for bulk storage. Access to the cutter bays is possible from F Deck (the cargo doors open about half way up the side of the bay), from H Deck (near the floor of the bay), or from a cutter in place.

Cutters, when they are in the cutter wells, are positioned so that their forward air locks mate with C Deck (the bridge). Crews for the cutters board their craft from the circular walk around the control pit. In addition, personnel arriving on board the cruiser disembark directly onto the bridge. Since the cutters are organic to the ship, the security problem of direct access is low; in any case, ship's troops can be designated to handle such problems if necessary.

Hatches: Solid circles on each deck level indicate hatches mounted in the deck flooring and leading down; hatches with dashed outlines are mounted overhead and lead up.

Fuel: Extensive fuel tankage is located in the spherical hull surrounding the core of internal areas. Fuel scoops are positioned on the hull exterior. Total tankage is 278 tons.

The following interior details (numbered in the deck plan drawings on pages 32 and 33) are used for the indicated purposes.

1. Forward Air Lock. Transfers between ships can be accomplished using this air lock installation. Although it accesses directly to the owner's lounge (and thus is usually reserved for formal boardings or passenger exchanges), the air lock is also used to transfer second waves of boarding troops once the ship has locked onto its partner.

2. Owner's Lounge. For most routine functions, this area is used as an adjunct to the owner's suite for entertainment purposes. It is one of the most spacious and luxuriously appointed of the areas on board. Nevertheless, efficiency and economy dictate that this area also be used as an exercise room, auxiliary dining room, and as a marshalling area for troops used in boarding parties. A large starview ceiling (defined by the dashed line; coverable with steel shutters in times of danger) pierces the hull over this room and the adjacent owner's suite.

3. Owner's Suite. This area is living quarters for the ship's owner. As with the owner's lounge, a starview ceiling (defined by the dashed line) allows spectacular views of the starfields. The room contains sleeping, recreation, and work facilities for the owner, as well as a small fresher and a computer terminal.

4. Forward Avionics. The low ceilinged areas surrounding the owner's lounge and suite contain the basic avionic installations found on most starships: scanners, detectors, and sensors, all intended to acquire and process basic information about the environment in which the ship functions.

5. Lounge. This lounge is a basic recreational area for crew members quartered on this deck.

6. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 14.

7. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 15.

8. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 11.

9. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 10.

10. Triple Stateroom. Quarters for

engineer, gunner (turret 9), and medic.

11. Triple Stateroom. Quarters for engineer, gunner (turret 8), and clerk.

12. Stateroom. Private quarters for the troop commander. This stateroom location separates the officer from the ordinary hour-to-hour details of the troop unit (best left to the sergeant in any case) and provides close access to both the ship captain and the owner aboard.

13. Fresher. A communal sanitary and shower facility for all individuals on B Deck.

14. Triple Stateroom. Quarters for engineer, medic, and gunner (turret 6).

15. Double Stateroom. Quarters for engineer and gunner (senior gunner on board; responsible for turret 7).

16. Lounge. This lounge (similar to 5) is a basic recreational area for those quartered on this deck. In it is also a training area for gunnery procedures.

17. Starboard Cutter Well.

18. Port Cutter Well.

19. Control Pit. All ship controls and readouts are accessed from this control pit. Sited three levels from the prow of the ship, it is relatively protected from routine external stimuli, thus assuring continued operation of the ship. Three crew positions are placed within the control pit— captain (and command pilot) in the center, second engineer and gunnery officer forward. Missiles are fired from this central location. Except in important situations, the pit is manned by a single individual in the captain's position.

The pit derives its name from its sunken position; a raised walk circles the area, with a few steps leading down into the pit itself.

20. Navigation Section. Star charts, navigation aids (including computer terminals), and chart tables are located in this area. It is also used as a gunfire direction center when the ship provides orbital fire support.

21. Executive Office. The captain maintains his office in this location, complete with ship records, contracts, accounts, and other necessary papers. A small safe is concealed under the desk, and generally contains cash for payrolls and expenses (and may vary from Cr100,000 to Cr10,000,000).

22. Captain's Suite. The captain's living quarters, including sleeping facilities and a fresher are on the bridge deck to insure that he or she is always available at a moment's notice.

23. Computer. The ship's computer is located directly behind the vision screen. Access to the computer itself is only rarely needed; most repairs are performed through software operations at one of the many terminals located throughout the ship.

24. Vision Screen. The major display device for the bridge is the vision screen. It can display exterior views from any angle and interior views of many locations within the ship itself. In addition, the display screen is normally operated in split mode, showing many different readouts monitored by selected crew personnel. Any specific readout can be called up on demand; the computer itself displays those readouts with anomalous data being displayed automatically, calling attention to the problems and potential problems of the current ship situation.

25. Port Cutter Well.

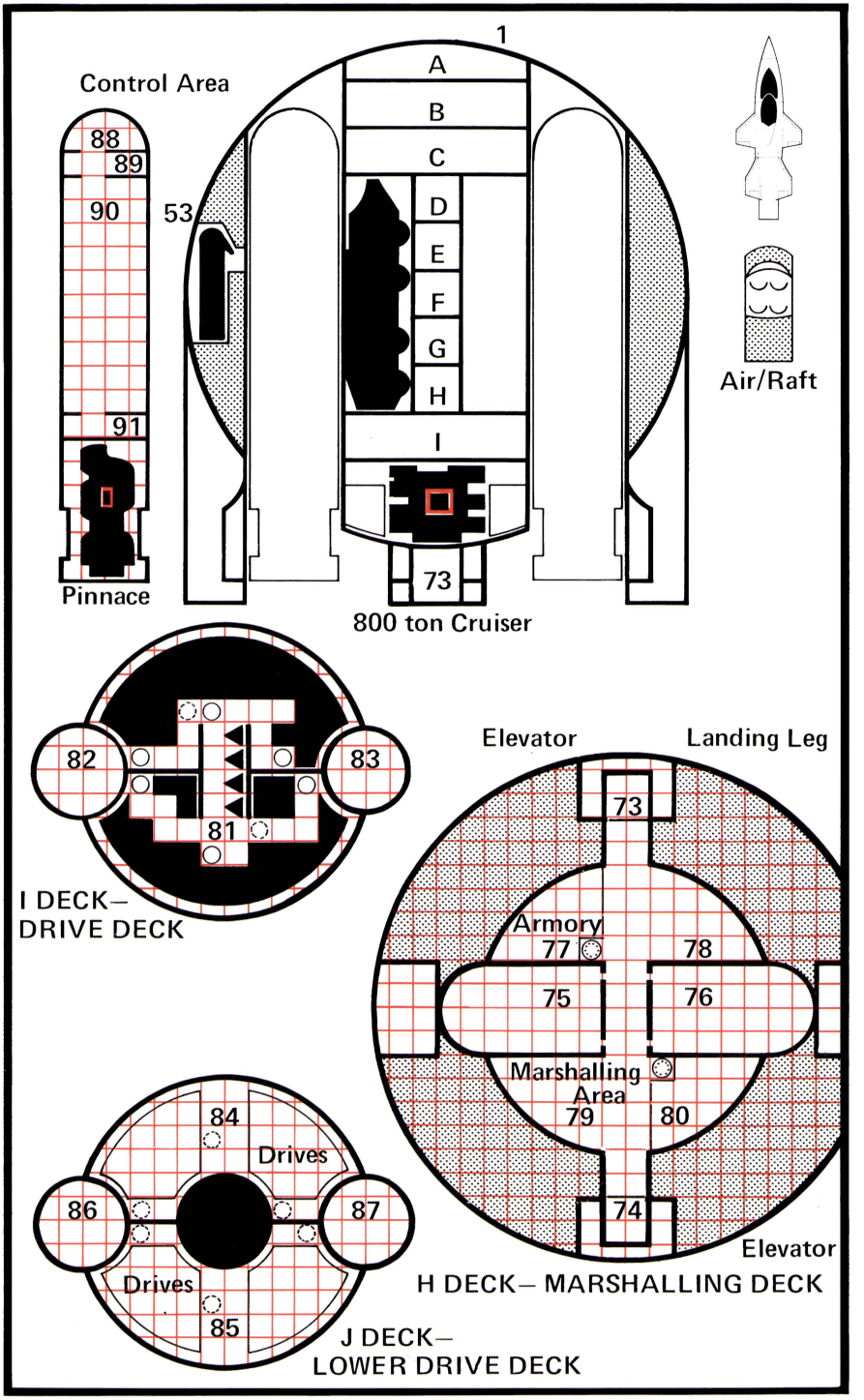
26. Starboard Cutter Well.

27. Stateroom. Quarters for the navigator.

28. Fresher. Communal sanitary and shower facilities for the officers on the quarters deck.

29. Stateroom. Quarters for the chief engineer.

30. Double Stateroom. Quarters for the pilot and gunner of Cutter 1. These crew members are quartered here in


Control Area
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800 ton Cruiser
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Landing Leg
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Armory
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Marshalling
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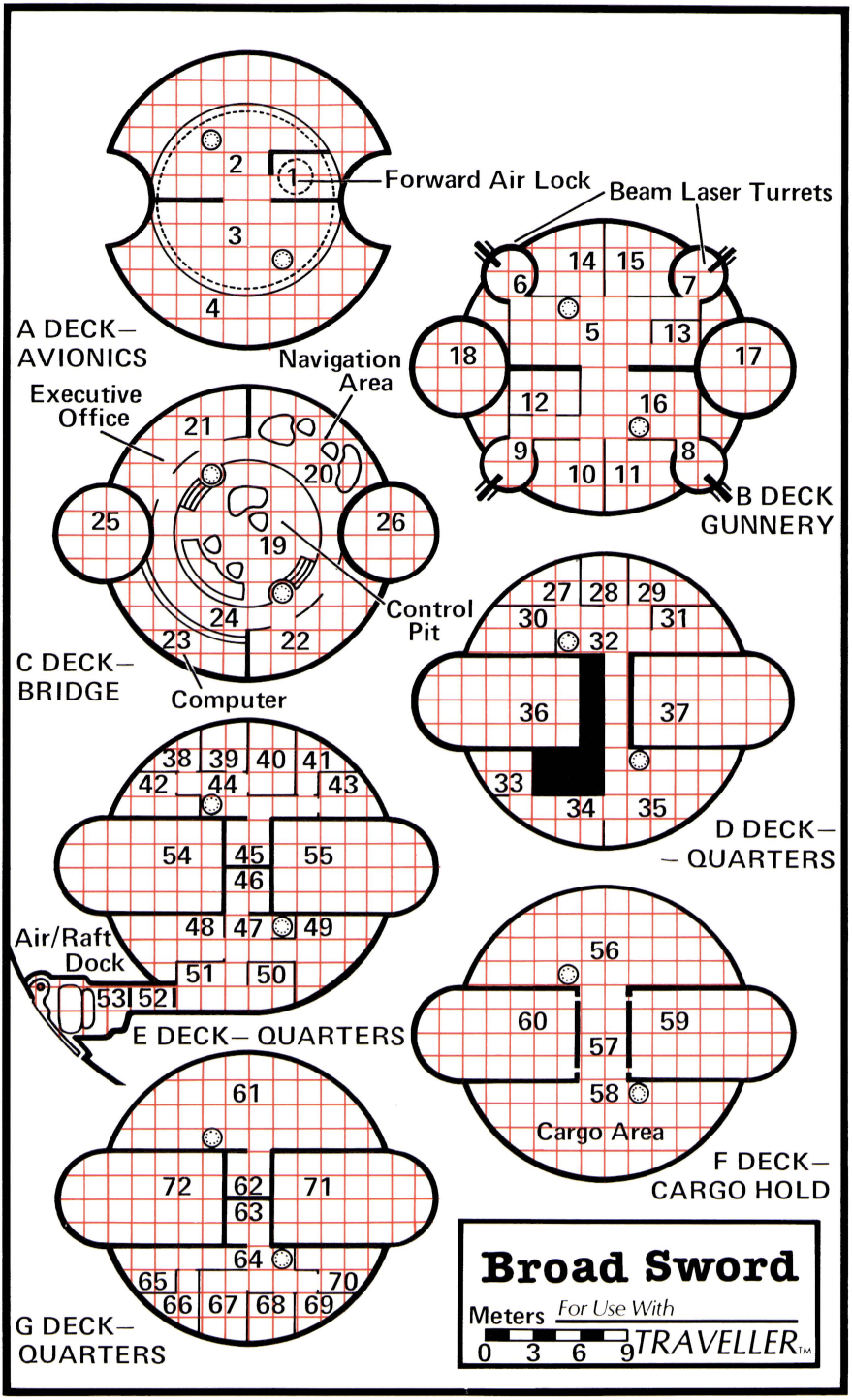
LOWER DRIVE DECK


A DECK–
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Beam Laser Turrets
B DECK
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C DECK–
BRIDGE
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Broad Sword
Meters
For Use With
TRAVELLER™
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order to provide them with quick access to their cutter in the event of need. They are also easily accessible from the bridge.

31. Double Stateroom. Quarters for the pilot and gunner of Cutter 2.

32. Lounge. Recreational areas for the crew quartered on this deck. A passage runs from this area to the mess at 35.

33. Pantry. Foodstuffs and cooking supplies are stored here for use in the galley at 34.

34. Galley. All food preparation is performed here for meals to be served in the mess at 35. The three cooks assigned to the troop unit rotate responsibilities and each prepare one meal per day. When the cooks are deployed on troop operations, the responsibility is assigned to qualified crew members on a rotation basis.

35. Mess. The three daily meals are served in this area. Due to the relative crowding, meals are usually served in shifts with the crew eating first and the troop unit eating after. In any case, the owner aboard, the captain, and the troop commander will often dine in the captain's cabin or the owner's suite.

The large black area adjacent to the mess contains shielded computer electronics (the bridge is one deck up).

36. Port Cutter Well and Bay.

37. Starboard Cutter Well and Bay.

38. Fresher. Communal sanitary and shower facilities for the residents of this deck level.

39. Double Stateroom. Quarters for two members of the third squad.

40. Lounge. Recreational facilities for the residents of this level.

41. Double Stateroom. Quarters for two members of the third squad.

42. Double Stateroom. Quarters for two members of the third squad (including the squad medic).

43. Double Stateroom. Quarters for two members of the third squad.

44. Lounge. Passing area associated with the vertical hatch and allowing access to all rooms on this level.

45. Double Stateroom. Quarters for troop sergeant and runner. The troop sergeant is not a member of the third squad, and is thus quartered apart on this level; his runner shares his quarters and is available for errands as needed.

46. Stateroom. Quarters for the ship's surgeon.

47. Medical Lounge. Associated with the vertical hatch and allowing access to all rooms on this level.

48. Sick Bay. Because this is a mercenary cruiser with high probabilities of casualties, a sick bay with four beds is maintained. This area also contains a pharmacy and medical equipment.

49. Surgery. Operating room equipment and instrumentation provides complete surgical facilities.

50. Ship's Locker. This room contains a wide array of equipment for expeditions, including communicators, weaponry, protective clothing, and miscellaneous items. It is placed on this level near the entry to the air/raft berth.

51. Entry Section. Arrival on and departure from the ship via air/raft proceeds through this room. It serves as a foyer and contains plaques identifying the ship and commemorating its history.

52. Air Lock. Access to the air/raft berth allowed through this air lock.

53. Air/Raft and Air/Raft Berth. The ship's air/raft is kept in its berth here, mounted vertically to conserve space. Entering the craft requires some acro batics, but the grav plates can be turned off placing the berth in zero-G. When ready for launch, the outer door in the hull swings open and the air/raft is allowed to depart.

54. Port Cutter Well and Bay.

55. Starboard Cutter Well and Bay.

56. Cargo Bay. Provision for 18 tons of cargo.

57. Corridor. On this level, broad doors open from the cutter bays to this corridor and allow transfer of cargo from and to the cargo bays on this deck.

58. Cargo Bay. Provision for 18 tons of cargo.

59. Starboard Cutter Well and Bay.

60. Port Cutter Well and Bay.

61. Cargo Bay. Provision for 18 tons of cargo. The only access to this cargo bay is through the hatch leading up to deck F or down to deck G. As a result, goods stored on this level are in small parcels capable of being transferred through a hatch.

62. Secure Vault. This area is fully bulkheaded and is accessible only through the use of computer codes or forcible entry. The vault is used to store pilferable items, novelties, drugs, weapons and ammunition, alcohol, and radioactives. Capacity: 2 tons.

63. Double Stateroom. Quarters for the squad leaders of the first and second squads. The squad leaders share quarters with those of equal rank rather than with lower ranks within their own units.

64. Lounge. Access to all rooms on this level.

65. Double Stateroom. Quarters for two members of the second squad.

66. Double Stateroom. Quarters for two members of the second squad.

67. Triple Stateroom. Quarters for three members of the first squad.

68. Double Stateroom. Quarters for two members of the second squad.

69. Fresher. Communal sanitary and shower facilities for residents of this deck.

70. Triple Stateroom. Quarters for three members of the first squad.

71. Starboard Cutter Well and Bay.

72. Port Cutter Well and Bay.

73. Port Leg Elevator. Within the landing leg an elevator allows access to the world surface for troop discharge; the elevator chamber is an air lock.

74. Starboard Leg Elevator. Within the landing leg, an elevator allows access to the world surface level for troop discharge. It is generally used only when the ship lands on a vacuum world; the elevator chamber is an air lock.

75. Port Cutter Well and Bay.

76. Starboard Cutter Well and Bay.

77. Armory. The troop unit's weapons are stored here, as are ammunition, heavy weapons, and other ordnance items such as vision enhancers and surveillance radars.

78. Cargo Area. Provision for 8 tons of cargo.

79. Marshalling Area. This area may hold up to 8 tons of cargo. It is generally used as a marshalling area for troops. They may be transferred to modules for assaults or out via the leg elevators to world surface.

80. Storage Area. This area can hold up to 8 tons of cargo. While not as secure as the vault, it is enclosed by walls and can be secured.

81. Drive Deck. The engineering staff has access to the workings of the ship's drives on this level.

82. Port Cutter Well.

83. Starboard Cutter Well.

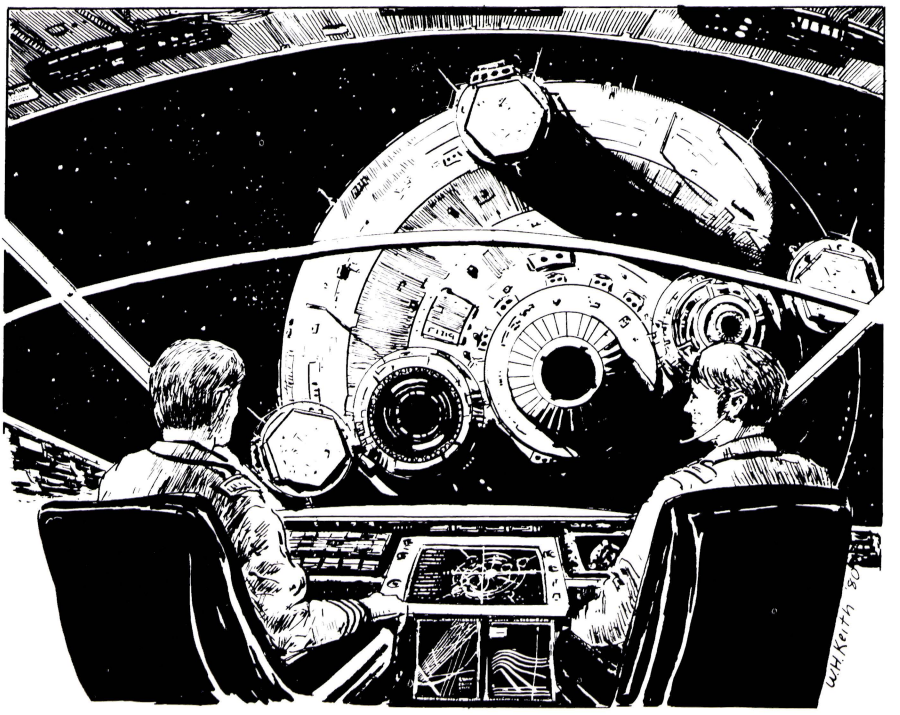
84. Drives. Access to details of the ship's drives is possible on this deck level. However, a low ceiling restricts movement somewhat.

85. Drives. Access to details of the ship's drives is possible on this deck level. However, a low ceiling restricts personal movement somewhat. Note that this area is isolated from area 84 by a bulkhead.

86. Port Cutter Well.

87. Starboard Cutter Well.

88. Cutter Bridge. The cutter bridge carries acceleration couches for two persons (pilot and gunner) and the craft's computer.



89. Cutter Fresher. Comfort facilities for the crew and passengers of the cutter.

90. Module. This area is taken up by the particular cutter module currently installed.

91. Cutter Drive Section. Operating and maintenance controls for the cutter are contained here.

THE CREW

The exact composition of the ship crew depends on the nature of the ship mission and the availability of personnel. The following crew list is general, and intended to be typical.

Owner Aboard. One position is reserved for the ship's owner or his representative.

Commanders. Two commanders (answering to the owner aboard) are assigned: the troop commander, usually an army or marine captain, and the ship captain.

Ship Crew Officers. The ship captain's senior staff consists of the chief engineer, the navigator (doubling as gunnery officer) and the ship's surgeon.

Ship Crew. The ship crew consists of four engineers, four gunners, three medics, and a ship's clerk. In practice, the three medics serve under the ship's surgeon while in space, and serve in the three troop squads while performing military operations.

Troop Staff. The troop unit operates under the command of the troop commander. He is assisted by a leading sergeant (who is permanently assigned a runner). At the command level are the crews of the two cutters (two pilots and two gunners).

Troop Squads. The troop consists of three squads. Each consists of a leader and seven troops. One of the troops is a medic drawn from the ship crew.

Variations: The exact composition of

the crew list varies. Each battery on board ship must have a gunner assigned. Each fighter should have a fighter pilot.

HIGH GUARD STATISTICS

The *Broadsword* was originally designed and constructed using **Traveller** Book 2; it has been subsequently classified using *High Guard.*

There are many possible variations in armament and armor for this class of starship; the following is the classification of two examples of the class. The first (*Cutlass*) is shown without weaponry. Its price does not reflect any discounts for ship class production nor any charges for architect's fees. The ship includes one air/raft, eight hardpoints, eight triple turrets, and two cutters. It does not include any weapons, armor, or modules for the cutters. Armament may be purchased using either Book 2 or *High Guard;* armor may be purchased using *High Guard.*

Armor may be added to the ship by displacing either cargo space or module space (fuel tankage is placed in the cargo or module areas, and additional tonnage for armor is used in the hull). Maximum tonnage available for armor is 140 tons (80 tons cargo and 60 tons of modules displaced).

The *Broadsword* is shown with weaponry; it is intended for use in the Amber Zone scenario in this issue.

Acquisition: When a referee makes one of this class of ship available, either the players who will use it or the referee must make some decisions as to the exact nature of its accessories. Such choices should include weaponry, armor, the types of modules (and fighters, if any) carried, and the battery layout of the ship.

CP-10897 *Cutlass* CP-8533352-000000-00000-0 MCr476.40 800 tons
Book 2 Design Crew=13.
Passengers=1. Low=0. Fuel=278. Cargo=80. EP=24. Agility=1. Troops=31. TL=12.
Carries two 50-ton cutters with provision for four modules. Carries one air/raft.

CP-10897.1 *Cutter* YY-0204411-000000-00001-0 MCr30.75 50 tons
Crew=2. Fuel=2. Bridge. EP=2. Agility=4. TL=12. Carries one 30-ton module.
Cutter without module functions as YY-0206611 (20 tons).

CP-10798 *Broadsword* CP-8533352-000000-30004-0 MCr632.68 800 tons
batteries bearing 4 1 Crew=13.
Book 2 Design batteries 4 1 TL=12.
Passengers=1. Low=0. Fuel=278. Cargo=80. EP=24. Agility=1. Troops=31.
Carries two 50-ton cutters with provision for four modules. Carries one air/raft.
Modules: Assault, ATV Cradle with ATV, Fighter Frame with fighters, Cargo.

CP-10798.1 *Cutter One* YY-0204411-000000-00001-0 MCr30.75 50 tons
Crew=2. Fuel=2. Bridge. EP=2. Agility=4. TL=12. Carries one 30-ton module.
Cutter without module functions as YY-0206611 (20 tons).

CP-10798.91 *Fighter* FF-0106611-000000-00001-0 MCr7.245 6 tons
Crew=1. Passengers=0. Fuel=1. EP=.36. Agility=6. No bridge. TL=12.

CP-10798.92 *Fighter* FF-0105521-030000-00001-0 MCr14.27 6 tons
Crew=1. Passengers=0. Fuel=1. EP=.3. Agility=5. No bridge. TL=12.

A Traveller Bibliography

Since the initial publication of **Traveller** in 1977, a wide variety of articles have appeared with variants, expansions, and discussions of the game and its many facets. In addition to articles appearing in the *Journal of the Travellers' Aid Society,* all of the major role-playing magazines have carried features on **Traveller.** This bibliography deals with articles appearing in major game magazines; it excludes articles published by GDW.

The Magazines. Although many of the back issues for the magazines cited are out of print, there does exist the possibility that most can be obtained from the publisher. For those which cannot, the complete citations are given for individuals who elect to seek the magazines out from friends, at game convention auctions, or at hobby shops.

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The Dragon, PO Box 110, Lake Geneva, WI 53147.

Dungeoneer, RR 8, Box 9, 1221 N. Sunnyside, Road, Decatur, IL 62522.

Gryphon, Baron Publishing Co, PO Box 820, La Puente, CA 91747.

The Space Gamer, Box 18805, Austin, TX 78744.

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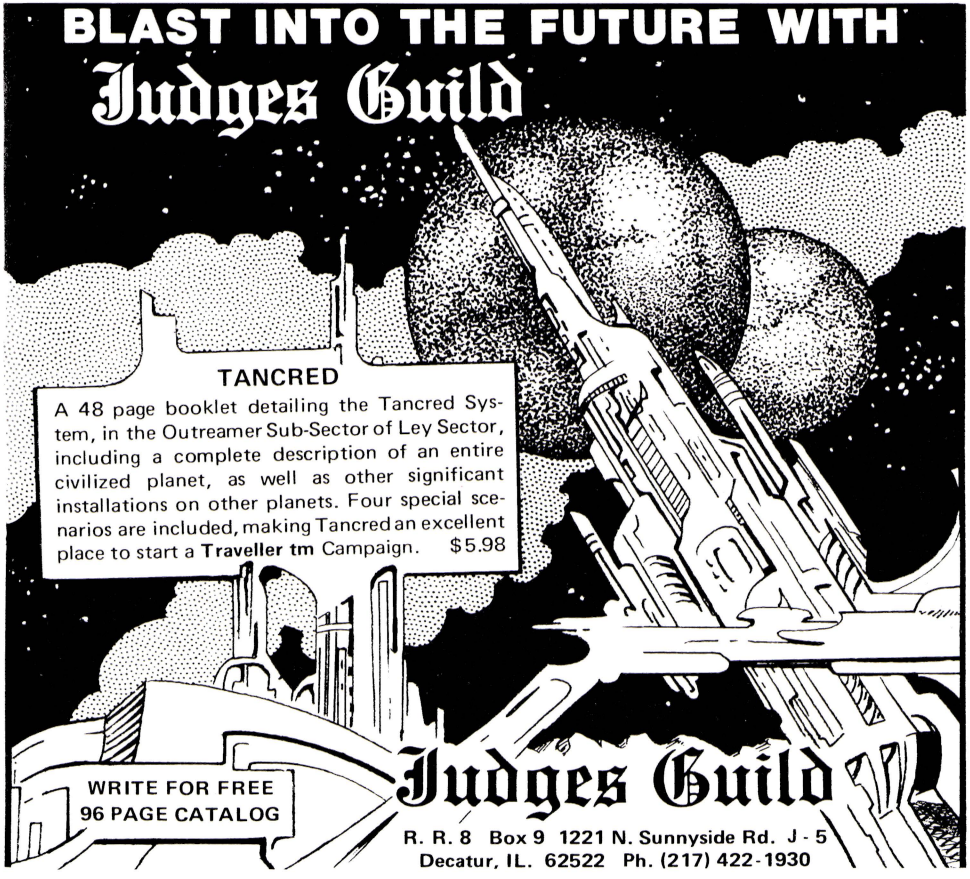
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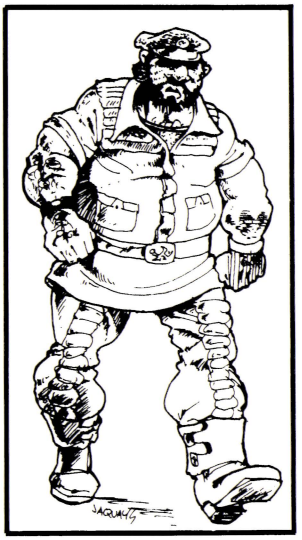

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